



PlayStation

PAL

# TOMB RAIDER



featuring  
LARA CROFT

CORE

EIDOS  
INTERACTIVE

# TOMB RAIDER™

Adventurer Lara Croft has been hired to recover the pieces of an ancient artefact known as the Scion. With her fearless acrobatic style, she runs, jumps, swims and climbs her way toward the truth of it's origins and powers – leaving only a trail of empty tombs and gun-cartridges in her wake. On this trail are the most breath-taking 3D worlds yet seen – where exploration, puzzle and platform elements blend in a seamless real-time environment.



La aventurera Lara Croft ha sido contratada para recuperar las piezas de un antiguo artefacto conocido con el nombre de Scion. Con su estilo intrépido y acrobático, nuestra heroína corre, salta, nada y trepa hasta llegar al fondo del asunto y descubrir los poderes de este intrigante objeto, dejando a su paso un rastro de tumbas y cartuchos vacíos. En esta aventura encontrarás los mundos tridimensionales más impresionantes que te puedas imaginar, en los que la exploración, los acrobáticos y los elementos de juegos de plataformas se entremezclan creando un ambiente perfecto en tiempo real.



Memory Card  
1 block

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This software is only compatible with hardware displaying "PS" and



MET  
INSTRUKTIES  
IN  
NETHERLANDS



L'avventuriera Lara Croft è stata ingaggiata per recuperare i pezzi di un antico manufatto chiamato Scion. Con il suo stile acrobatico e intrepido, corre, salta e si arrampica per potere scoprire la verità sull'origine e sui poteri di questo oggetto, lasciando dietro di sé, solamente una scia di tombe e cartucce vuote.

Lungo questo percorso visualizzerai alcuni dei mondi 3D più incredibili che si siano mai visti, dove gli elementi dei giochi di esplorazione, enigmi e piattaforme si fondono in un paesaggio praticamente reale.

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COMPACT  
disc



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## The logo for the video game Tomb Raider. The word "TOMB" is in a large, dark, textured font with a metallic or stone-like appearance. The word "RAIDER" is in a smaller, green, serif font below it. The background is a dark, textured green.

SLES-00024



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# INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.



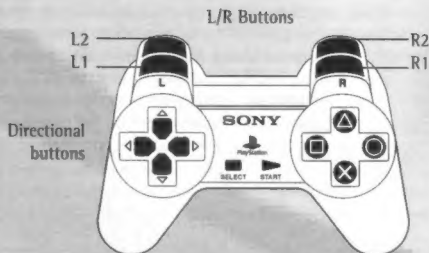
# IN-GAME CONTROLS

## Directional Buttons

Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left

⊗ Button	Action
□ Button	Jump
△ Button	Draw Weapon
○ Button	Roll

L1 Button	Look
L2 Button	Side Step Left
R1 Button	Walk
R2 Button	Side Step Right
START Button	Pause / Unpause
SELECT Button	Displays Menu Rings



# MENU RING CONTROLS

Use Up and Down on the Directional buttons and Cross Button to select throughout all menus. The START or Cross Buttons also quits FMV.

Use Right and Left on the Directional buttons to toggle through individual category options.

Use the Square Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

# STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Following a short introductory FMV sequence you will be presented with the:

## Passport - main game options

The passport allows you to start a new game or load a previously saved game.

Press action (Cross Button) and the passport will flip open.

Pressing right and left flips you through the pages of the passport.

The first page allows you to choose and load a previous save game.

The middle pages will start a new game.

## Polaroid - Lara's Home.

Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work. To exit the Gym press the SELECT Button and use the exit option within the passport.

## Sunglasses

The sunglasses allow you to re-centre the game screen on your TV.

Use the Directional buttons and press Cross Button to select.

## Personal Stereo - sound effects and music

Press action on the Personal Stereo, and you will be presented with two bars, the lower bar sets sound effects volume, the top bar sets music volume.

Press up and down to toggle between sound and music

Press left and right to adjust volume.

## Controller - Control configuration

Use Right and left to scroll through the three pre-set control configurations, press Action (Cross Button) to select



# ACTIONS

## Moving

### Running

Pressing Up moves Lara forward at a running pace

Pressing Down makes Lara jump back a short distance.

Pressing Left or right turns Lara Left or right.

### Walking

By pressing the walk button (R1) in conjunction with the Directional buttons, Lara can carefully walk forwards or backwards. While the walk button (R1) is held down, Lara will not fall off any edge. If you walk up to an edge Lara will automatically stop.

### Side Steps

Side step Left (L2) and right (R2) buttons do exactly as you might imagine.

### Roll

Selecting Roll (Circle Button) will make Lara dive forward, and finish up facing the opposite direction.

### Jumping

Lara can jump in any direction, to evade her enemies.

Press the jump button (Square Button) and Lara will jump straight up into the air

If you press a direction immediately after pressing jump (Square Button), Lara will jump in that direction.

## Swimming



**Blue 'Breath Bar':** this bar reduces the longer Lara stays underwater, if you let it run down completely the brown health bar will appear, if you do not reach the surface before this bar expires Lara will drown.

### Underwater

If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes, if she is still underwater after that she'll drown.

Pressing Up Down Left or Right makes Lara rotate in that direction.

Pressing Jump (Square Button) makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press action. (Cross Button)

### Swimming on the surface

Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions (L2 and R2) to swim Left or Right when on the waters surface.

Pressing jump (Square Button) will make Lara dive under the surface again, pressing action (Cross Button) when Lara is close to an edge will make her climb out.



## Attacking



**Number of bullets left:** standard guns have an infinite number of bullets

**Health Bar:** this decreases as you are attacked by your enemies or injured by falling

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

### Shooting

Press draw (Triangle Button) and Lara will draw her guns.

If Lara sees something she doesn't like the look of she will point her guns at it.

If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing action (Cross Button) while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the action button (Cross Button) is held Down, regardless of whether or not Lara loses her lock.

While the action button (Cross Button) is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction, and bob's your uncle.

If you want to shoot a different enemy, simply let go of action (Cross Button), and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These are as follows:

### **Vaulting**

If Lara is faced with an obstacle that she can climb over, pressing forward and action (Cross Button) will make her vault onto it.

### **Grabbing hold**

If Lara is near to a ledge while she is jumping, pressing and holding the action button (Cross Button) will allow her to grab the ledge in front of her and hang there.

Press Left or Right, and Lara will shimmy sideways.

Pressing Up will make Lara climb up to the level above.

Let go of action (Cross Button) and Lara will drop.

### **Picking objects up**

Lara can retrieve objects and store them in her inventory.

Position Lara so that the object you want to retrieve is in front of her feet.

Press the action button (Cross Button) and she will pick it up.

### **Using switches**

Position Lara so that the switch is in front of her.

Press the action button (Cross Button) and she will use it.

### **Using Puzzle Items/Keys**

Position Lara so that the object receptor is in front of her

Press the action button (Cross Button) and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing action (Cross Button) again will use it.

### **Pushing/Pulling Objects**

Lara can push certain blocks around and use them to climb up to greater heights.

Stand in front of the block and hold Down action (Cross Button), Lara will get into her ready stance.

Once she is ready, press Down to pull the block, and Up to push it, if you decide you no longer wish to carry on with this task, simply release the action button (Cross Button).

### **Looking around**

pressing the look button (L1) will return the camera to directly behind Lara, whatever the camera is currently doing.

With the look button (L1) held down, the Directional buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the look button (L1) on it's own will show you exactly what direction she is facing.)

# IN GAME MENU RINGS

Whilst in-game pressing SELECT button will display the Menu Rings

Press Left and Right to rotate the menu ring.

Press action (Cross Button) to use or select the foremost item ready for use.

Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available.)

Press Triangle or Circle Buttons to deselect an item, press SELECT button again to exit the Menu Rings

## Inventory Ring

### Weapons

The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press action (Cross Button). You can also see how much ammo is available to you here.

### Small Medi Pack

Using a small medi pack will restore 1/2 of Lara's health.

### Large Medi Pack

Using a Large Medi Pack will fully restore Lara's health.

### Items Ring

Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

## Options Ring

### Passport

Here the options open to you are Restart level, Load game or Quit to Title Screen.

### Sunglasses and Personal Stereo

In both of these cases, for usage descriptions refer to Starting the Game as they do exactly the same as described there.

## SAVE GAME

Make sure there is enough free blocks on your Memory card before commencing play.

Please note that if you do not have a memory card you will be unable to save your game.

Collecting a Save Game Beacon, a revolving diamond, by picking them up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here, if you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

## LOAD GAME

To load a previously save game proceed to the Menu Ring select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

## STATISTICS SCREEN

At the end of each level you are presented with a Statistics screen, here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%

If you die in-game you will be presented with the Passport Screen, here you will be given the opportunity to Load (a previously saved game), Restart (level) or Quit to the Title Screen.

# CREDITS

Lead Programmer	Paul Douglas
Lead Graphic Artist	Toby Gard
Programmers	Jason Gosling Gavin Rummery
Graphic Artists	Heather Gibson Neal Boyd
Additional Programming	Derek Leigh-Gilchrist Andrew Howe Mansoor Nusrat
Additional Artwork	Lee Pullen Peter Barnard Stuart Atkinson Dave Pate
Music	Nathan McCree
Sound Effects	Martin Iveson
Script	Vicky Arnold
Original Concept	Toby Gard
Executive Producer	Jeremy H. Smith



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